



# Senior Gameplay Animator (AI) - [Far Cry]

**Montreal - Full-time - 744000117380867**

## Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000117380867-senior-gameplay-animator-ai-far-cry?oga=true>

As a Gameplay Animator (AI), you will be responsible for designing, integrating, and refining animation systems for non-playable characters (NPCs), both friendly and hostile. Your work will directly impact the player's experience and must align with the Animation Director's vision while respecting design constraints and technical requirements.

## What you'll do

- Design and develop **AI animation systems for non-player characters (NPCs)** covering a wide range of behaviors.
- Create animation solutions for **basic locomotion, 3D navigation, combat behaviors, and hostage situations.**
- Process, clean, and enhance **motion capture data** with a high level of precision, taking engine constraints into account.
- Export and integrate animations according to **technical guidelines**, in collaboration with technical animators, designers, and programmers.
- Test, iterate, and validate animation systems directly in-game to ensure **stability and visual quality.**
- Collaborate daily with the animation team, the Animation Director, programmers, and designers to deliver features on schedule.
- Take ownership of the **final quality** of animated features delivered in the game.

## What you bring to the team

- **A minimum of 5 years of experience** in video game animation.
- Proven expertise in **AI animation and animation system development.**
- Strong skills in **motion capture data processing.**
- Solid understanding of **technical constraints related to game engine integration.**
- A sharp eye for **detail and visual quality.**
- An open and **collaborative mindset**, with the ability to find compromises when solving complex problems.
- The ability to adapt to **production changes** and handle evolving challenges.
- Comfort working within a **multidisciplinary team** while respecting both artistic and technical visions.
- Familiarity with **MotionBuilder** is an asset.
- Experience working on a **shipped AAA title** is a plus.

## What to send our way

- A **portfolio** showcasing your best work (images or link).
- Your **CV**, highlighting your experience, skills, and professional background.